Bloodwych

LEVEL ONE

	Trader
	Enemy with Armour
	Enemy with Weapon
	Enemy with Armour & Weapon
	Enemy with Health/Coins/Common Keys
x2	Group of 2 Enemies
	Unlocked Gate
	Locked Gate (Requires Common Key)
	Locked Gate (Requires Special Key of Same Colour)
	Special Key
	Special Gate (Requires Floor/Wall Switch)
	Wall Switch with corresponding Fake Wall
▲1 ▼1	Ladder Up and corresponding Ladder Down
A◘ A■	Hole in Floor with corresponding Hole in Ceiling
	Pressure Pad (Some are invisible)
R	Resurrection Room
	Spinner Pad (Spins player either 180 degrees, or in a random direction)
	Coins/Common Keys
	Shield/Armour
	Weapon/Ammo
	Health (Food/Drink/N'egg/Potion)

You end the level on this floor. You must step onto the pads within the end room to proceed to the next level.

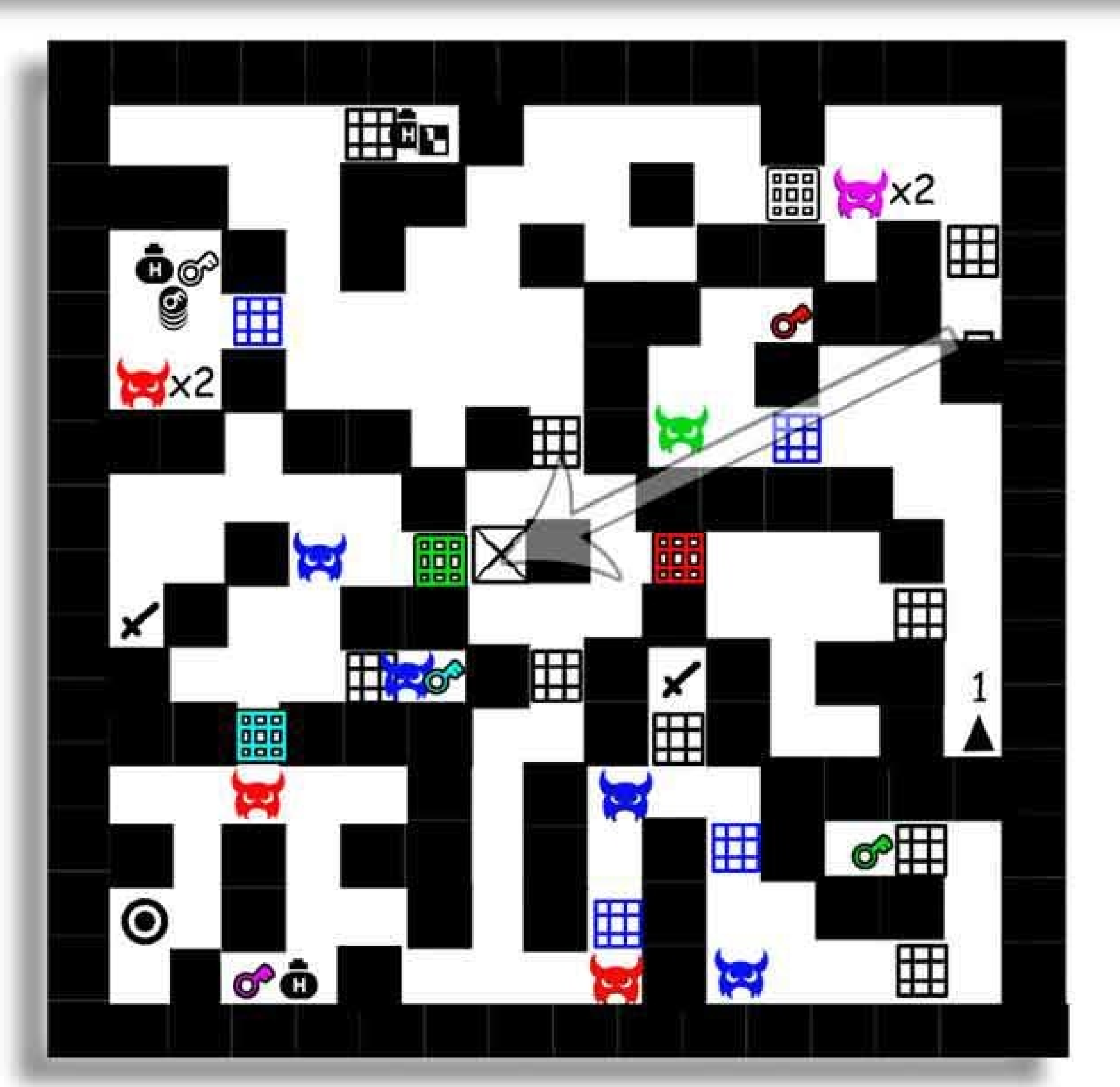
The two faded white arrows on the map indicate that the white wall switch deactivates the indicated fake wall, and that the floor pad unlocks the special gate. These arrows will appear on the following maps to help you understand which switches de/activate other items.

Due to the enemy's habit of wandering, you will find that the enemies may not be found on the *exact* square as portrayed on the map; but they *will* be in the same room, unless they are in a room that isn't locked. For example, there are several enemies behind closed gates in the lower left of this level; they can easily escape, and you will quickly find yourself swamped. To stop this, quickly lock them in their "cages", and take them on, one at a time.

You start on this floor. Wall switches are colour-coded so that you can tell which fake walls they deactivate.

Spinner Pads will either spin you 180 degrees, or in a random direction. They can be countered by placing a coin on the ground before you step on them; this way, you can tell which way you came from.

You can cheat at trading; press exchange to see what the tradee has to offer. Offer them an empty slot, and you will recieve the item you desire. Numbered items, such as keys, coins and arrows, can be multiplied this way; offer one key, and the tradee will take it. Now, using the tip above, trade your key back. It will have multiplied in number! You can do this as much as you like.



I don't know what the floor switch at the top of this floor does, as stepping on it doesn't seem to do anything.

There are times when several objects can be found on the ground on the same spot...this can be hard to squeeze into a map. When you do see a group of items on the map, they may appear to fill a room, when in fact they are on the single square, so keep your eyes peeled.